
Title: Daemonologist Guide

Author: Sanjama Taha-ka

In mythology and religion, the term daemon was ubiquitous, referring to supernatural agents or intelligences, lower in rank than a god and holding a middle place between gods and humans, such as the Corybantes, Curetes, Dactyls, Satyrs and Sileni. Spirits of forests, rivers, glades and mountains, as well as cities presided over public and family life and were also referred to as daemons. Daemons could be either good or evil, but even good ones were believed to be capable of evil acts if angered by humans. Daemons could also be ministering spirits, god like beings, souls of dead persons, or familiars (companion or helping spirits that take on animal forms). Generally they were considered by the Greeks to be protective and attending spirits much like guardian angels or Plotinus's notion of tutelary spirits. In addition, gods themselves are invoked as daemons in certain texts. Instead of accepting the norm, Daemonologists in my practice attempt to sever the ties that Virtue ideologies have placed upon the understanding of the universe. We have sought an older, more encompassing definition for non-corporal entities

of all shapes and forms.
We do not see pure good
and evil, only varying
shades of gray. Therefore
defining all non-corporial
entities as either purely
good (Angels) or purely
evil (Demons) is ridiculous.
Daemons, like humans are
every shade of everything
in between. Black and
white universes do not
exist to the
daemonologist.

After a period of general
training, it is commonplace
for a Daemonologist to
be adopted by a daemon.
I refer to these daemons
as daemon guides. They
are there to communicate
with you, to teach you of
their existence and how
to do many of the more
finite things involved in
daemonology, because as
corporial beings, there is
a lot for us to learn of
the non-corporial
world. It is an existence
that we have to work
hard to understand as it
is so different from the
one that we are living in
right now.
These guides are there
of their own free
will. They
so-to-speak, and match
themselves properly to
each individual
daemonologist based on
talent and temperament.
They can be anything
from sweet and
bubbly to harsh and
angry, as mine is. It all
depends on what the
individual daemonologist
needs in order to
properly learn the lessons
they have to give.

DAEMONOLOGIST RULES
-Control or be

controlled. -Trust your gut. -Survival is adaptation. -Use what works, discard -the rest. -Balance is the key to change -Focus is the key to mastery. -Never eat anything bigger than your head.

SPELLS

NOTE: the following spells are best cast using a foci item or by hand gesture.

=*Spell for Holding

Daemons*=

With a Firm Hand

And Solid Grip

The Object you Hold

Will not Slip

-This spell prevents a Daemon from leaving your area. It is best cast while clenching a stone in your left hand.

=*Mortality Spell*=

The Signs of Minority and

Majority are drawn

together to form Unity

With the Sign of the

bold.

Let the Sign of

Dichotomy accompany the

Sign of the Bold

To prevent Infinity.

-This spell must be cast within a ritual circle. Minor and Greater cards from playing decks work well as the materials needed. The spell makes spirits and daemons mortal. Mortal entities quickly lose their greater than thou disposition.

=*Spell of Summoning*=

The Spell of Patience

Seven Piles with Seven

Cards but One Card Less